

WEST Search History

DATE: Monday, December 08, 2003

Set Name Query
side by side

Hit Count Set Name
result set

DB=USPT; PLUR=YES; OP=ADJ

L24	playback\$4 and L23	16	L24
L23	internet same phone same prompt	78	L23
L22	prompt and l17	0	L22
L21	l17 and promt	0	L21
L20	5796834.pn.	1	L20
L19	wave and l17	0	L19
L18	ldap and L17	0	L18
L17	5946386.pn.	1	L17
L16	l4 and L15	45	L16
L15	transmit\$4 and stor\$4 and L13	45	L15
L14	transmit44 and stor\$4 and L13	0	L14
L13	(suspend\$4 or stop\$4) and L12	48	L13
L12	(transfer\$4 or unload\$4) and L11	63	L12
L11	(backup or back-up or back up) and L10	63	L11
L10	l6 and L9	64	L10
L9	l5 and L8	68	L9
L8	(portable or mobile) and power and L7	78	L8
L7	l3 and l4	100	L7
L6	(sav\$4 same data) and l5	9622	L6
L5	resum\$4 or (restart\$4 or re-start\$4)	115466	L5
L4	on and off and power	1502	L4
L3	l1 and l2	18243	L3
L2	network or internet	279453	L2
L1	client and server	19199	L1

END OF SEARCH HISTORY

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L24: Entry 15 of 16

File: USPT

Jun 16, 1998

DOCUMENT-IDENTIFIER: US 5768382 A

TITLE: Remote-auditing of computer generated outcomes and authenticated billing and access control system using cryptographic and other protocols

Detailed Description Text (54):

For game console applications, a secure perimeter 300' may be adapted to interface with a VCR unit 400 as shown schematically in FIGS. 4G and 4H, to enable cryptographically protected recording and playback of games generated on the game computer 14. In this embodiment, the video output signal from the game computer 14 is communicated to a video input on the VCR 400, and a video output signal from the VCR 400 is communicated to a television 402 in a conventional manner. The secure perimeter 300' is configured to fit into a standard VCR slot 404. As described above, the secure perimeter 300' includes a CPU 302 with ROM 304 containing encryption algorithms, a real-time clock 306 and an interface with an off-chip battery (310)--backed RAM 308 which holds encryption data and key information. The secure perimeter 300' further includes interface circuitry 406 for communicating signals from the read/write head 408 of the VCR 400 via an analog/digital ("A/D") converter 410 to the CPU 302. Video information is typically communicated to the television 402 in an RF format. The RF video signal may be processed in the VCR 400 by the front-end receiving circuitry 412, which demodulates the video signal to a base-band signal as is well-known in the art. Normally, the demodulated information is what is recorded on a VCR tape cassette. In the inventive application, the base-band video signal data is converted to digital format by the A/D converter 410, encrypted with a secret key, and stored in the non-volatile memory such as an EPROM 414. For playback, the secure perimeter 300' authenticates the game data, for example by decrypting the data with the corresponding public key, and the authenticated game data is then processed to generate a video signal. The secure perimeter 300' may also contain software instructions in ROM for generating an authenticatable outcome message AOM to be used as described hereinbelow. This authenticatable outcome message AOM may be included in the video signal to appear on the television screen at the end of the game.

Detailed Description Text (85):

Referring now to FIG. 8A, there is depicted a flow-chart of an exemplary tournament entry procedure in the present invention. For the purpose of illustration, the flow-chart refers to a system where the player manually or verbally (through voice responsive hardware/software) enters messages into the telephone 18 in response to prompts from an IVRU as shown in FIG. 1. However, it will be appreciated by persons skilled in the art that messages may be communicated between the game computer 14 itself and the central computer 12 by establishing a direct link or on-line connection as shown in FIGS. 2 and 3. In one embodiment, all games are tournament games. In another embodiment (shown in FIG. 8A), when a player activates the game computer 14 to play a game in the usual manner, the game software 15 directs the game computer 14 to generate an option to either enter a tournament or to play a regular game at step 108. If the player chooses to play a regular game, the game computer will generate a game in a conventional manner at step 110. If the player selects the option to engage in a tournament, the player may be required to proceed with a biometric verification procedure at step 111, using for example, the fingerprint verifier 31 or a voice-print check. The game software 15 will enable the tournament options at step 112. These may include disabling cheat codes as well as other modifications to the game parameters in the game software 15. The game software 15 also directs the game computer to display a tournament ID for a given

tournament, and a toll free 800# for the player to call at step 114. The use of an 800# is intended to be exemplary. Different tournaments may utilize 900#s which charge a prescribed toll fee, some or all of which may be applied to a tournament entry fee. In the case of 900#s, a blocking system to prevent children from calling may be utilized. This can be implemented by setting up a special blocking phone number operably connected to the central computer 12 that provides for blocking access from a given originating telephone number or by a person with a specific PIN. In the case of the former, the central computer 12 can deny (block) tournament entry requests for calls made from a specific telephone number that is identified in a database as "blocked" Identification of the originator of the 900# call may be made using an Automated Number Identification ("ANI") system of the type well known in the art. If the block is by PIN, the central computer 12 can identify blocked PINs by storing a list thereof in a PIN-blocking database. It is also anticipated that the 800# and tournament ID may be contained in separate literature accompanying the game software 15, and therefore need not be displayed by the game computer 14. However, for the purpose of illustration, the following description describes a system where the 800# is displayed by the game computer 14. The player then dials the 800# and connects to the central computer 12 via the IVRU 16 at step 116. The IVRU 16 prompts the player for the player's ID at step 118. The player enters his or her player ID into the keypad of the telephone 18 in a conventional manner at step 119. The player ID is communicated to the central computer 14, which checks the player information database 48 to determine whether the player has a valid player ID at step 120. If not, the player registers with the central computer 14 at step 122 as described above. If the player ID is verified, the IVRU 16 prompts the player for the tournament ID, and the software serial number SSN for the game software 15 at step 124. The player enters the tournament ID and game software serial number SSN into the telephone 18 at step 126. Since a given tournament may have different divisions (e.g., beginner, intermediate and/or advanced), the player may have the option to choose the appropriate level of competition for his or her skill level. If the player has the option, the IVRU 16 prompts the player for the division number of the particular tournament at step 128. At step 130, the player then enters the division level or number into the telephone 18. Alternatively, if the player already has a rating stored in the outcome database 50, the division level may be determined by the central computer 12. The tournament database 46 maintains a record of the divisions for a given tournament in memory area 74. The central computer 12 may limit the number of entries in a tournament, and may thus verify that space is still available when a player seeks entry in that tournament. If space is available, the central computer 12 checks whether the player has pre-paid for tournament entries or whether a pre-paid number of tournament entries were included in the purchase of the game software 15 at step 132. It is anticipated that payment for tournament entries may also be made through an account arrangement where the player pays a certain fee on some prescribed basis. Entry fees for the tournaments are stored in memory area 84 in the central computer 12. If no entry fees have been paid, the IVRU 16 prompts the player for a credit card number at step 134 if an entry fee is required. The player enters the credit card number into the telephone at step 136. The credit card validity is checked on-line in a conventional manner. Of course, credit card use and authorization could be made by swiping the credit card through a credit card reader, in lieu of manually entering the credit card number into the telephone 18. In an alternative embodiment, entry in a tournament may neither require payment of any fees, nor a start message to enable tournament play. At step 138, the central computer 12 then generates an authenticatable start message ASTM for the player's tournament game and specific game software 15 using the encryption/decryption module 52. The authenticatable start message ASTM may be encrypted so that only the intended game computer and/or game software can use that message when decrypted with the required key. The authenticatable start message ASTM is communicated to the player over the telephone 18, and then entered into the game computer 14 by the player at step 140 (e.g., through the computer keyboard or a joystick). In this connection, the authenticatable start message ASTM can enable tournament play based upon public sources of randomness. In such an implementation, the player is required to enter both the authenticatable start message ASTM and a separate input available from some public source such as television, radio, newspapers and the like. Thus, tournament play starts when players are able to obtain an initialization code from, for example, the lottery Pick "4" numbers broadcast on the 10 o'clock news on channel Z. This random information must be entered prior to game play and becomes part of the authenticatable outcome message AOM. Thus, this information verifies

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Search Results - Record(s) 1 through 16 of 16 returned.☐ 1. Document ID: US 6553310 B1

L24: Entry 1 of 16

File: USPT

Apr 22, 2003

US-PAT-NO: 6553310

DOCUMENT-IDENTIFIER: US 6553310 B1

TITLE: Method of and apparatus for topologically based retrieval of information

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments
Draw. Desc	Image								

KMMC

☐ 2. Document ID: US 6549612 B2

L24: Entry 2 of 16

File: USPT

Apr 15, 2003

US-PAT-NO: 6549612

DOCUMENT-IDENTIFIER: US 6549612 B2

**** See image for Certificate of Correction ****

TITLE: Unified communication services via e-mail

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments
Draw. Desc	Image								

KMMC

☐ 3. Document ID: US 6526131 B1

L24: Entry 3 of 16

File: USPT

Feb 25, 2003

US-PAT-NO: 6526131

DOCUMENT-IDENTIFIER: US 6526131 B1

TITLE: Initiation of communication between network service system and customer-premises equipment

Full	Title	Citation	Front	Review	Classification	Date	Reference	Sequences	Attachments
Draw. Desc	Image								

KMMC

☐ 4. Document ID: US 6389010 B1

L24: Entry 4 of 16

File: USPT

May 14, 2002

US-PAT-NO: 6389010

DOCUMENT-IDENTIFIER: US 6389010 B1